

Ambush!



Elves ambush the party!

1 to 2 Heroes = 1 Warrior, 1 Archer

3 to 4 Heroes = 2 Warriors, 2 Archers

5 Heroes = 1 Magus Guard, 3 Archers

Place the appropriate amount of Elves on the squares furthest from the Heroes. The Elves may attack immediately.

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Broodmother

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	5	4	4	4

Venomous

You come across the infamous Broodmother. Place the enemy on the square furthest from the Heroes. Broodmother may then immediately start their turn.

Reward: 1 Relic Coin

Elven Bounty



A weathered notice hangs from a split tree trunk, sealed with wax and stamped by a distant lord. It offers coin for the capture — or death — of Elven scouts said to roam these woods.

While you are traveling in the Woodlands, each Elf that is defeated rewards 25 gold coins.

Entangling Vines



Without warning, thorned vines lash out from the undergrowth, coiling around your legs and weapons.

Roll 1 combat die.

Any Shield - Break Free unharmed

Skull - Progress is slowed. The Journey takes 1 additional day.

Fey Crossing



A soft glow flickers between the trees. A fairy circles you once, trailing sparkling dust, and with a playful gesture taps your brow. A warmth spreads through your mind, clearing fatigue and restoring forgotten words of power.

You may regain all spells that have been cast while traveling in the Woodlands.

Fountain of Renewal



Hidden among moss-covered stones, you discover a small fountain fed by a clear spring. The water flows softly, untouched by the wild growth around it.

All Heroes drink the fountains water and regain 1 Body Point.



Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Potion of Serpent's Blood



Resting atop a flat stone in a shadowed clearing, you find a Potion of Serpent's Blood.

Record the potion to your character sheet and shuffle this card back into the Journey deck.

Rootbound Chest



Wedged deep within the thick roots of an ancient tree, you spot a wooden chest wedged in place.

Draw a Treasure Card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Spawnlings



The forest floor shifts beneath your boots. From hollow logs and tangled roots, snakes, spiders, and biting insects surge forth in a writhing swarm.

Each Hero rolls 1 combat die.

Any Shield - Repel the swarm.

Skull - Lose 1 Body Point

Traveling Crossbowman



While traveling the Woodlands you encounter a traveling Crossbowman. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.

Wandering Herbalist



You encounter a traveler kneeling among the ferns. The herbalist studies you with knowing eyes and offers remedies gathered from the deep woods.

Draw 4 cards from the Alchemy deck. The Heroes may buy these potions for 100 gold coins each.



Wandering Saberfang



A Saberfang steps from the trees, growling as it decides whether you are prey... or ally

Roll 1 combat die.

White Shield - The Saberfang is befriended and becomes your Ally.

Black Shield - The Saberfang flees.

Skull - Fight Saberfang.

Wolf Ambush!



Giant Wolves ambush the party!

1 to 2 Heroes = 1 Wolf

3 to 4 Heroes = 2 Wolves

5 Heroes = 3 Wolves

Place the appropriate amount of Wolves on the squares furthest from the Heroes. The Wolves may attack immediately.



